

FREEFIGHTER

**The most advanced continuous action
interactive movie game ever!**



Available Spring 1987

FREEDOM FIGHTER

The Game

Freedom Fighter is a national award winning animated interactive movie game. It combines a classic hero's tale with the best computer adventure games. Freedom Fighter features characters from the popular animated feature film, Galaxy Express.



Advanced Features

1) Seamless "Learned Architecture" Environment

Unlike animated games of the past, Freedom Fighter has no black frames between scenes. The action is continuous and the picture instantly responds to the player's decisions. The player learns his way about the city by choosing scenes to the left or right, forward or back. Over time the environment becomes more familiar.

2) Variable video threats within scenes

Freedom Fighter varies the threats which confront the player within the same scene. For example, the player enters a particular scene and a sniper fires at him from the window of a building. If the player fails to eliminate the sniper, the next time the same scene is entered, the sniper will fire at him from a different window. This ability to vary the threats confronting the player within the same scene eliminates memorization of game play.



Game Objective

The game begins with the Freedom Fighter's apparent suicidal mission: find Train 999 and destroy the evil Guardian. The player enters a city under siege. For the player to advance towards the station, he must eliminate snipers, tanks and other threats without getting killed. If a player loses a life, the game reverts to the previous path decision point and offers the player a new choice. If the player has no lives remaining, they may buy additional lives without returning to the beginning of the game.

Once the player manages to reach the station and board Train 999, the game takes on a new dramatic dimension. In addition to surviving threats sent by the Guardian, the player must find the Guardian and eliminate him. Clues to the secret of the Guardian's destruction are given to the player at key points throughout the game. If the player pays attention, he will know the successful strategy for a final confrontation with the Guardian. Without this strategy the player will find it difficult to leave the Guardian's space station alive.



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3) OverScan technology

OverScan technology allows the player to look around within a scene before making a decision of which direction to go. A simple twist of the joystick to the left enables the player to look down the left street; twisting the joystick right gives a look to the other direction.

